



Trash Wizard

You Are A Trash Wizard

You went to wizarding school, studied, strived, even excelled, but when the aptitude tests came back you were crushed. Your magical dominion, the thing that you had control over more than any other living practitioner of magic wasn't weather, or time, or alchemy or dragonkin, but "unwanted objects". You're the one and only Detritomancer. A Garbage Mage. Literally a Trash Wizard. And your classmates never let you forget it. Even years after graduation, after you and your magical garbage had retreated to a magical junk yard at the edge of civilization, you can hear their laughter.

Today though, today is different. Today you found something incredible. You found it in the center of a pile of food waste wandering around on legs made of banana peels. It's an artifact of incredible power: The Golem Heart. The heart will animate any object that's magically attached to it, and you have a lot of objects.

Everyone laughed at your trash powers, but soon they will cower before you. You will reduce their pretty, perfect world to rubble, feed that rubble to your golem, and then crush them. Never again will anyone laugh at the Trash Wizard.



Welcome To Trash Wizard!

Trash Wizard is a 3rd-Person game about breaking stuff and trying to build a monster out of the rubble. Think Katamari Damacy+Godzilla with some Rampage thrown in for flavour. You play as a bitter, bullied wizard with dominion over “unwanted and broken objects”, who decides to become a villain to get back at the society and bullies who tormented him. This is accomplished by magically piloting your Garbage Golem around various locations, breaking stuff, and attaching said stuff to your golem with your Detritomancy (garbage magic).

While the game is literally about villainously destroying cities for revenge, the tone is more *Wacky Mayhem* than actual malice. This is reinforced by the cartoonish artstyle, inevitably comedic physics interactions, and satirical, lighthearted characters and narrative. While there is some strategy involved in picking your ‘path’ through each level, Trash Wizard’s fun exists primarily in growing your golem into a golaith, and the always satisfying sensation of breaking stuff.



The Golem

Even though YOU are the trash wizard in game, what you actually spend your time controlling is the golem. Your golem starts every level as a clunky mannequin that you order around looking for stuff you can use to grow. As you find more things to attach to your golem, he will grow in mass and size, and over time will become the kind of monster that can lay waste to even the mightiest fortress.

Your golem does not rampage unchecked. As you wreck stuff, the defense forces will come to stop you, and as they make successful attacks against you, pieces of your golem will be destroyed. If they manage to get to expose and strike the golem heart, its game over. Make sure you prepare your golem to withstand their attacks!

Despite your golem's infinite potential for destruction, the haphazard nature of his construction and lack of fine motor skills means that he sometimes has trouble controlling himself. When you "control" your golem, you're really issuing him an approximate command, and it won't always be accomplished the same way. When you tell your golem to attack he will sometimes execute a satisfying overhead smash with a bouquet of limbs, but othertimes will awkwardly bodyflop onto the target. The number of limbs, quality of material, and balance of your golem all play into how it walks, runs, attacks, and operates, so try to build carefully!



Detritomancy

Even though you, the Trash Wizard, are safely holed up in your junkyard at the edge of the world, you can use your Detritomancy to manipulate trash, garbage, and rubble in the immediate vicinity of your golem. Your Detritomancy is an incredible power, and it lets you pick up and attach the objects that fall from the scenery that your golem destroys. At any point while playing, you can activate your detritomancy and time will slow. While time is slowed, you switch from controlling the golem to grabbing objects from the environment and dragging them onto your golem. Be aware of how big your Golem is though, it can only animate objects with a fraction of its total mass.



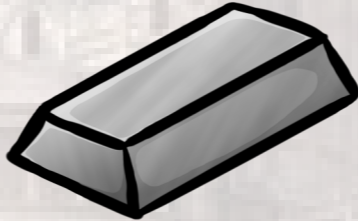


When an object is dragged onto your golem, it will configure itself and snap onto the location that you chose. Ideally this will let you quickly, and intelligently architect your monster, but in reality the frantic nature of building in real time will often result in endearingly monstrous creatures with too many or too few limbs of the wrong size/material.

An important part of your golem's growth is the passive attraction it exerts on all of the rubble and garbage too small for you to manually interact with. These woodchips and loose screws will fly to your golem and pad his core, slowly increasing his mass as you move through the level. As his diameter increases, old limbs will be swallowed or made obsolete, and new body parts will have to be constantly built as your golem grows into a goliath.



Materials

Every object in the world of Trash Wizard has a material type that dictates its physical properties. These materials are consistent throughout the world, and they should be functionally and visually intuitive. Materials govern things like weight, hardness, durability, and flammability. While building your golem it'll be important to consider what materials you're adding onto him. Weight will determine how quick your golem is, if it can climb or float, and how large of an impact it has when it hits. Hardness determines what can damage your golem, and durability determines how much damage it can take before it breaks. Flammability, obviously, determines how vulnerable your golem will be to the torches of angry villagers and firelances of equally angry defense.

					
Hard?	As a Rock	4/10	10/10	Lol, No.	3/10
Durable?	7/10	4/10	9/10	1/10	3/10
Heavy?	7/10	3/10	8/10	1/10	10/10
Fire?	1/10	8/10	2/10	10/10	4/10

Objects

Objects are what your golem is actually comprised of. Each object has four properties that determine how you'll want to use it: Material, Size, Shape, and Functionality.

The size and shape of an object are self explanatory, and they'll determine when objects are most useful. Need more legs? Grab that gurdur or support beam. Was your Grandfather Clock arm swallowed by your golem's ever-expanding circumference? Replace it with that staircase that just went flying past! Your Detritomantic intuition will help you decide how things should be placed, and if something looks like a limb, head or weapon, your golem will probably try to use it as such.

Your Detritomancy doesn't just let you control junk, it often lets you restore some functionality to especially emphatic items. These things will offer additional functionality to your golem when you attach them, and they're worth seeking out. Not all of these items will offer special functionality in every circumstance, and experimenting with the world's most interesting objects is sure to yield results.



If used as a head, kitchen stoves and furnaces let your golem belch flame.



Wagons and carts will let your golem skate across the level if strapped to your feet.

Toxic waste barrels can turn your golem into a toxic monster.



The Cities

Each city in Trash Wizard is its own level and home of one of your old tormentors. Cities have their own enemy types, terrain, and material balance. You'll have to take each of these into consideration as you build your golem if you want your revenge.



Citiesburg

Everyone knows Citiesburg! Its a bustling metropolis full of laughing children, clean streets, and irritatingly good weather. Its famous for how thoroughly, quintessentially metropolitan it is. It'll make an excellent first stop.

Enemies: The Knights of Citiesburg are pretty standard meatheads in metal cans.

Terrain Citiesburg is built in a relatively flat area with a few hills.

Materials: An even mix of all material types can be found in Citiesburgs varied architecture.

Target: Ace the Weatherman-er used his weather magic to make a small raincloud appear above you whenever you went outside for years, and now hes the most accurate weatherman in history. Expect lightningbolts and sunbeams when you corner him.

Glitterrock

Once Glitterrock's wealth paradoxically became self-sustaining they started using their considerable resources to export their poor people elsewhere. What's left is as gross as you'd expect.

Enemies: Glitterrock can afford the best knights in the land. While they don't have any special tricks, they're incredibly well trained, and equally rude.

Terrain Glitterrock functions on a physical (as well as social) tier system. The juicy bits are at the top.

Materials: An even mix between the highest grade building materials and utterly useless piles of gold and valuables.

Target: Greedas is a skilled alchemist, and a bastard. He spent most of your school years transmuting your milkboxes into blood and your socks into dog shit. Now he's a bigshot "banker", manufacturing and destroying wealth as it suits him. When you fight, be wary of him turning parts of your golem into heavy, soft, useless gold.



Smogford

Smogford is an industrial center unlike any other. Known for its mines, forges, production lines, and ingenuity, its an ugly city... but it'll look worse when you're done with it.

Enemies: Smogford's clockwork knights have buzzing saws equipped, and tiny fire drakes swarm the air.

Terrain Smogford is spiderwebbed with wide canals and pockmarked with deep mines. Tread carefully.

Materials: Metal in all flavours, with lots of mechanical and machine goodies.

Target: Robert Barren is only a wizard in the loosest sense, being gifted with the pseudo-magic of dragon whispering. He never let semantics surrounding his field stop him from siccing his dragons on you though, or from becoming the primary industrialist of Smogford. Expect resistance from his drakes and massive flame spewing dragon/machine hybrids.



Psychographic

Trash Wizards light hearted theme and cartoony aesthetic means that it fits in perfectly with an adolescent audience, and the emphasis on destruction in the game means that it will appeal more to male consumers than female. The process of constructing your golem will also skew the game more towards future engineers instead of future CFOs. The people who love Trash Wizard the most probably played (or still play) with LEGOs and action figures, and enjoy the corny spectacle of monster movie mayhem.



That being said, Trash Wizard (like one of its largest inspirations Katamary Damacy) is a game that can be appreciated by a large audience. It's not the kind of game intended to compete with Call of Duty or Civilization, but its charm, humor, novel mechanics, wacky spectating potential, and intuitive design will help it find footing with many different player types.

